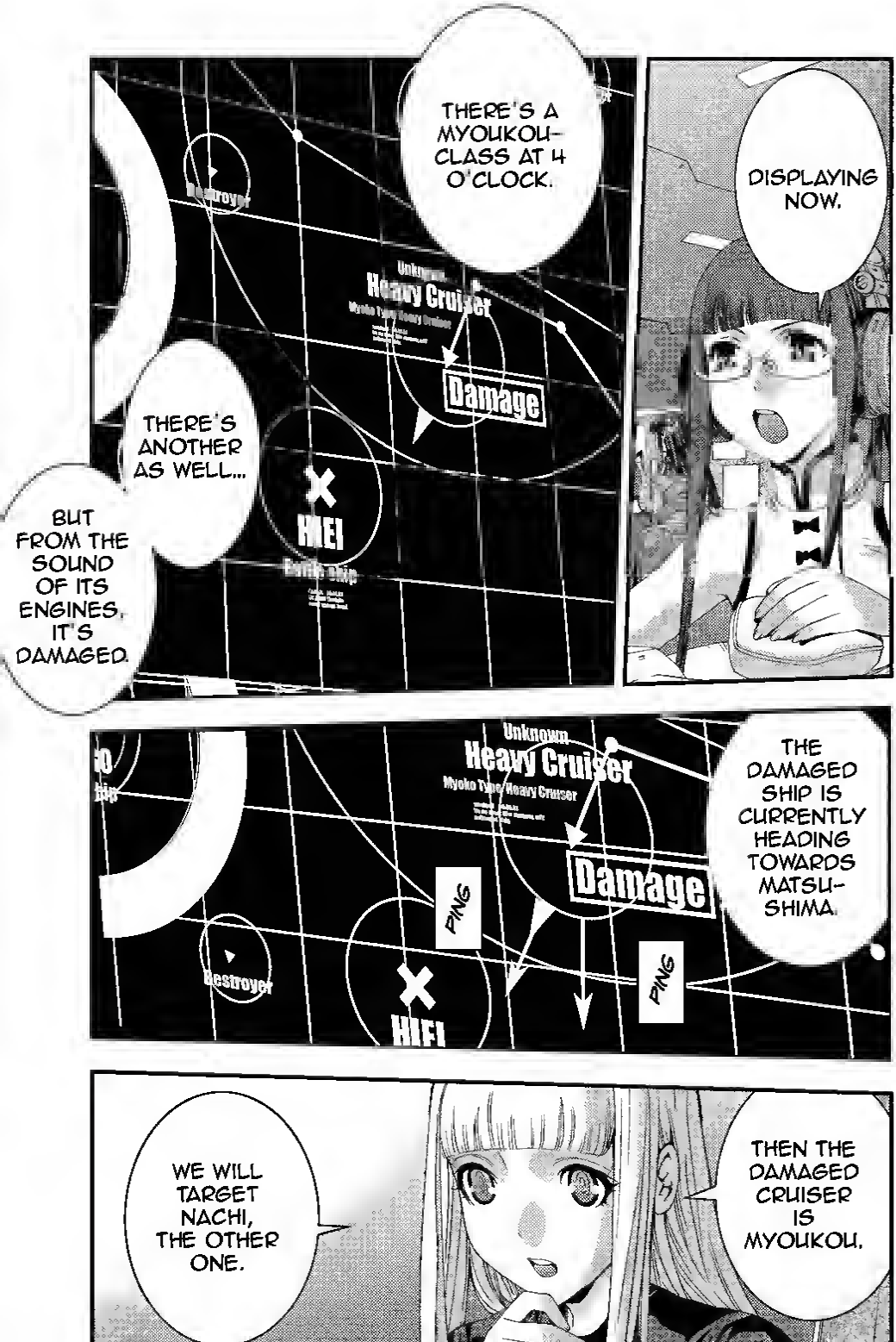
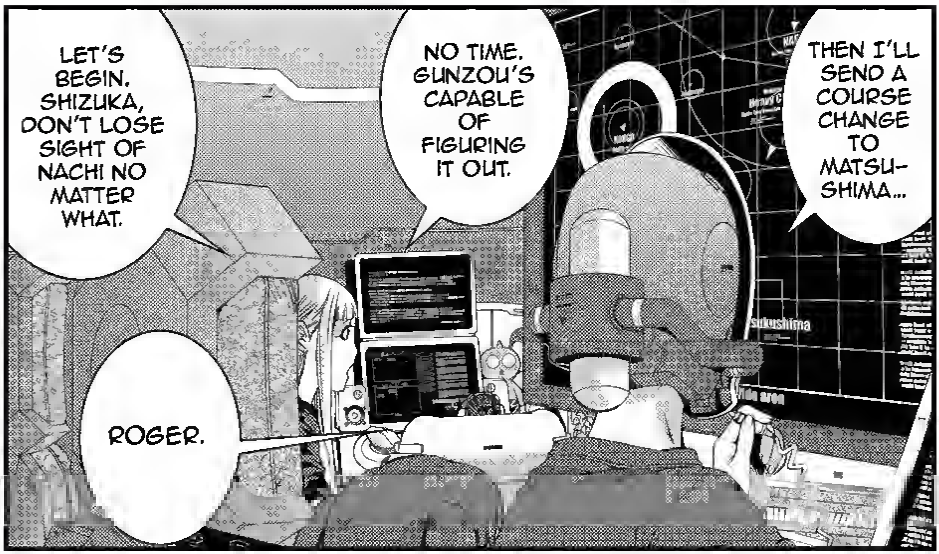
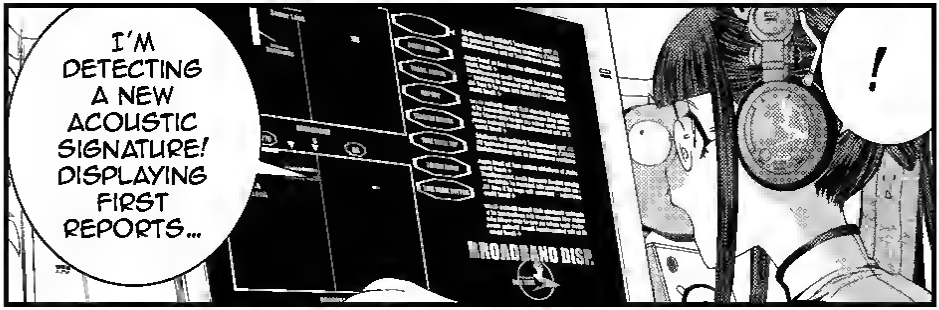
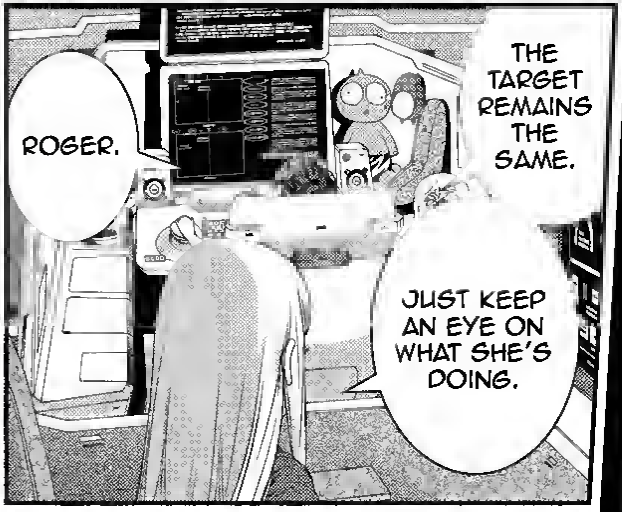
Strategy Map
Matsushima
Itsukushima
MATSU-SHIMA...
...ARRIVING AT OPTION SHIP STANDBY AREA SHORTLY.
ONCE MATSUSHIMA ENTERS THE SUPERGRAVITY CANNON FIRING SEQUENCE...
...THAT'S WHEN THE REAL MISSION BEGINS. SHIZUKA, WHO'S FOLLOWING US RIGHT NOW?
THREE DESTROYERS. I'LL DISPLAY THE DATA ON THEM.
PING
Destroyer
I-401
PING
Destroyer
PING
Destroyer

BUT THEY'RE HEADING STRAIGHT FOR US NONETHE-LESS.
GIVEN THE SEARCH RADIUS OF A DESTROYER, THEY SHOULDN'T BE ABLE TO FIND US.
...
...
SHIZUKA, CAN YOU LOCATE HER POSITION?
I REMEMBER THAT NACHI UPGRADED HER RECON CAPABILITIES AFTER THE GREAT NAVAL BATTLE.


THERE'S A MYOUKOU-CLASS AT 4 O'CLOCK.
DISPLAYING NOW.
Unknown
Heavy Cruiser
Myoko Type Heavy Cruiser
Damage
Destroyer
HIEI
Battle Ship
THERE'S ANOTHER AS WELL...
BUT FROM THE SOUND OF ITS ENGINES, IT'S DAMAGED.
Unknown
Heavy Cruiser
Myoko Type Heavy Cruiser
Damage
PING
PING
Destroyer
HIEI
THE DAMAGED SHIP IS CURRENTLY HEADING TOWARDS MATSU-SHIMA.
WE WILL TARGET NACHI, THE OTHER ONE.
THEN THE DAMAGED CRUISER IS MYOUKOU.

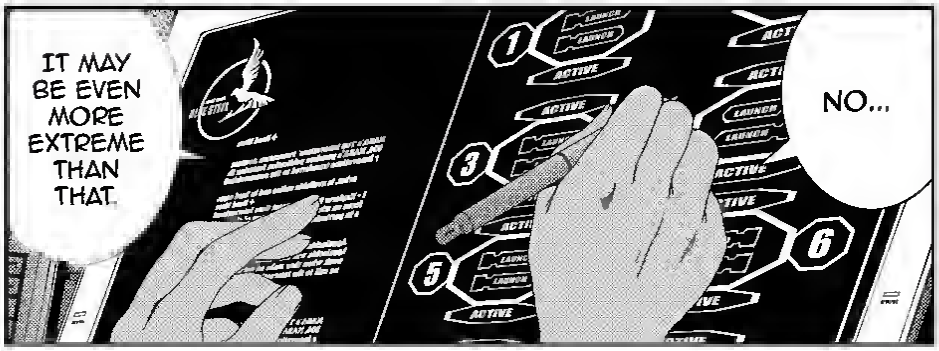

LET'S BEGIN. SHIZUKA, DON'T LOSE SIGHT OF NACHI NO MATTER WHAT.
NO TIME. GUNZOU'S CAPABLE OF FIGURING IT OUT.
THEN I'LL SEND A COURSE CHANGE TO MATSU-SHIMA...
ROGER.
Sukushima

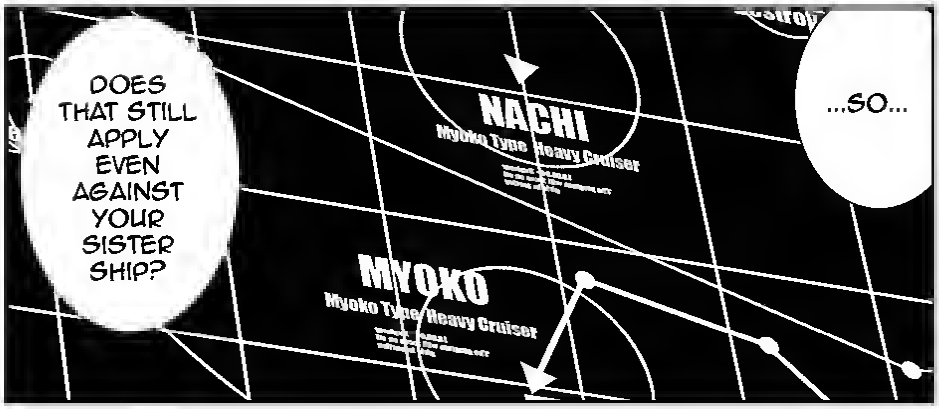

I'M DETECTING A NEW ACOUSTIC SIGNATURE! DISPLAYING FIRST REPORTS...
BROADBAND DISP.
!


ROGER.
THE TARGET REMAINS THE SAME.
JUST KEEP AN EYE ON WHAT SHE'S DOING.

Destroyer
Destroyer
ISE
Battleship
KONGO
Battleship
IT'S AN ISE-CLASS BATTLE-SHIP.

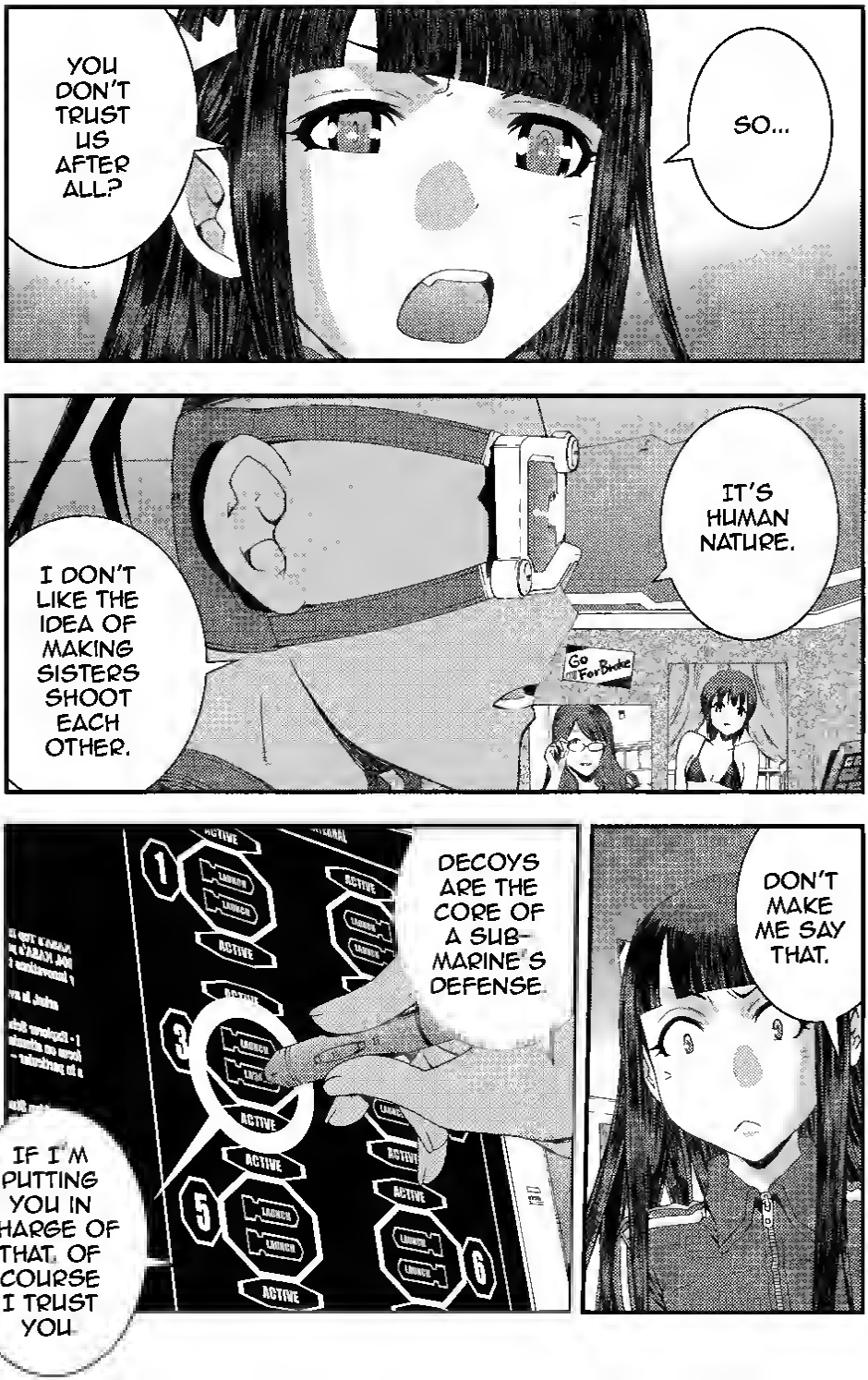
YOU'RE REALLY OKAY WITH THIS, RIGHT?
I JUST WANT TO BE SURE...
WHAT?
HEY...
IF WE LIED, WHAT WOULD BE LEFT OF US?
WE ARE BEINGS WITH NO CONCEPT OF ANYTHING BUT WAR.
YOU'RE A WARRIOR RACE, HUH?
WE'LL DO WHAT WE PROMISED.


IT MAY BE EVEN MORE EXTREME THAN THAT.
NO...
1
3
5
6
ACTIVE
LAUNCH

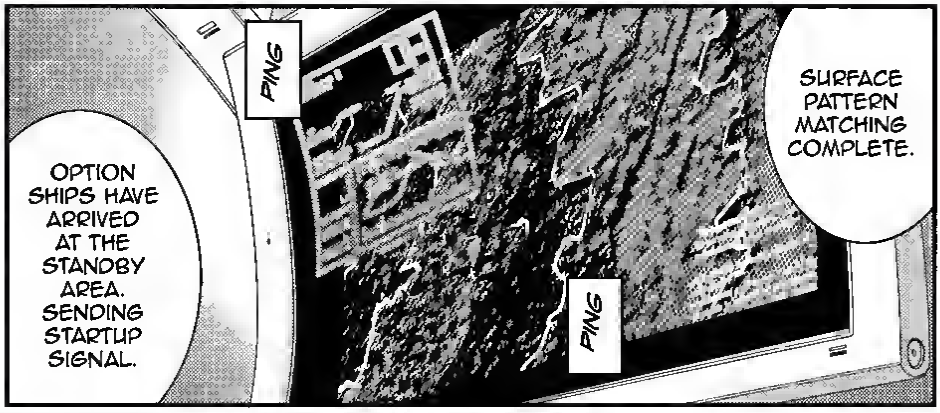

DOES THAT STILL APPLY EVEN AGAINST YOUR SISTER SHIP?
...SO...
NACHI
Myoko Type Heavy Cruiser
MYOKO
Myoko Type Heavy Cruiser

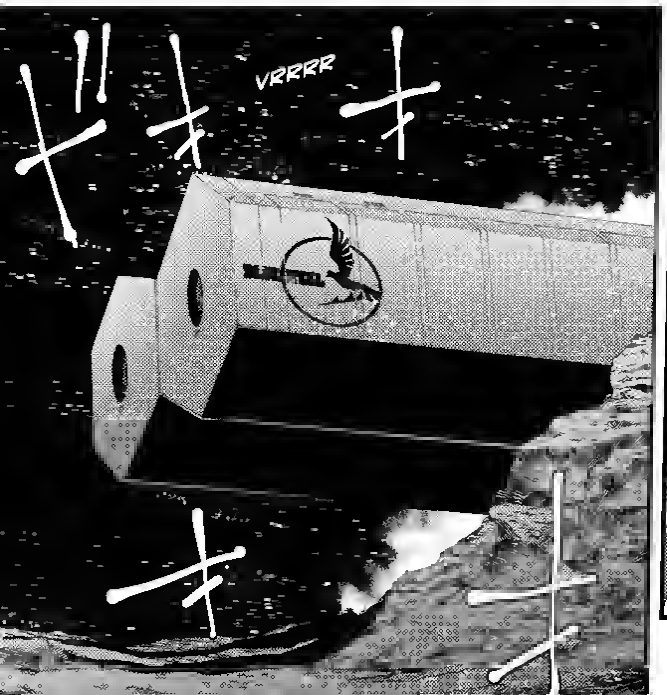
ALL RIGHT, THEN.
YOU'RE IN CHARGE OF BOTH ACTIVE AND PASSIVE DECOYS.

DROP IT.


YOU DON'T TRUST US AFTER ALL?
SO...
I DON'T LIKE THE IDEA OF MAKING SISTERS SHOOT EACH OTHER.
IT'S HUMAN NATURE.
Go For Broke
IF I'M PUTTING YOU IN CHARGE OF THAT, OF COURSE I TRUST YOU.
DECOYS ARE THE CORE OF A SUB-MARINE'S DEFENSE.
DON'T MAKE ME SAY THAT.

WELL, I DON'T KNOW HOW WELL A FORMER SURFACE SHIP...
CLANG
CLANG
...CAN HANDLE AN ACTIVE DECOY, BUT...
LET'S JUST BOTH DO WHAT WE CAN, OKAY?
YEAH...


PING
PING
SURFACE PATTERN MATCHING COMPLETE.
OPTION SHIPS HAVE ARRIVED AT THE STANDBY AREA. SENDING STARTUP SIGNAL.


VRRRR

SHIFTING MATSU-SHIMA...
...TO VOICE CONTROL.

BEEP
ITSUKUSHIMA HASHIDATE
ONLINE
MUTSUSHIMA
INITIATING SUPER-GRAVITY CANNON...
...FIRING SEQUENCE.
THM
THM
THM

CLICK
CLICK
THEY'RE ON THE MOVE.
CAPTAIN...
SISTER...
GOOD LUCK.

THWOOM
ZSSHHH
ZSHH
HIEI'S CORE...
ZSSHH
...IS GONE?

EMERGENCY ALERT.
I'M DETECTING THE SOUND OF SOMETHING ACTIVATING IN THE DEEP SEA.
BEARING 1-8-0, DISTANCE APPROXIMATELY 170,000. PRECISE DEPTH UNKNOWN. UPDATING TACTICAL DATA.
THERE IT IS! THAT'S THE OPTION SHIP.
WE'RE GOING TO KNOCK IT OUT.
YOU OKAY?
IT'S PROBABLY GOING TO ATTACK FROM LONG RANGE.

IT'S SAFER TO STAY ON THE MOVE.
I SEE.
I'LL GIVE YOU TWO SHIPS AS ESCORTS.
NACHI, YOU STAY THERE AND GET INFORMATION ON THAT AREA.
...ROGER.
ROGER.
MYOUKOU, YOU SEARCH FOR HIEI'S CORE.

FLEET, FORM A DIAMOND FORMATION AROUND ME AND ADVANCE!
FLEET SPEED 40 KNOTS!
SHWOOM

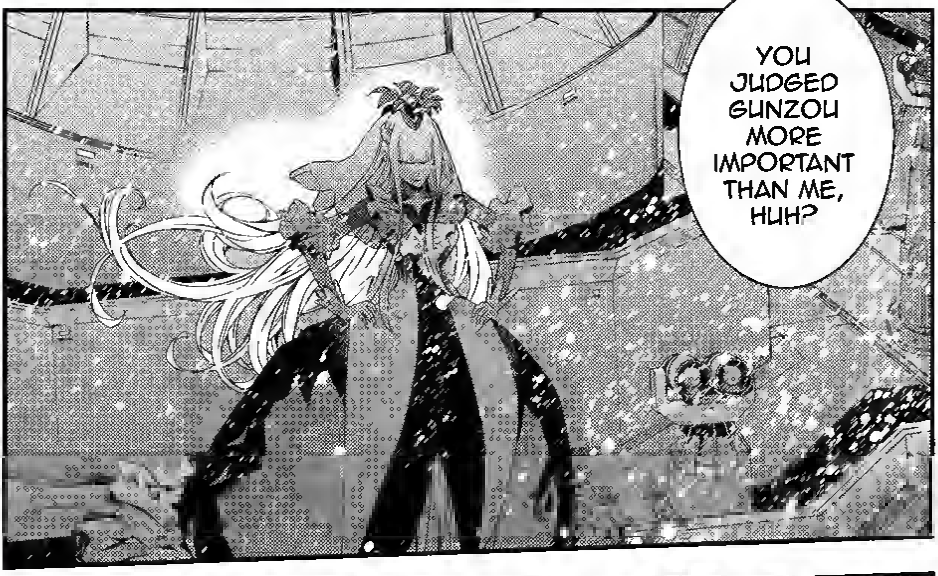
KONGOU'S FLEET IS ADVANCING!
ENGINES TO FULL.
ENGINES TO FULL! GIVE US EVERYTHING YOU CAN!
HERE WE GO!
CLICK
CLICK
74% OF NORMAL OUTPUT IS THE BEST WE CAN DO NOW.
Destroyer
ISE
Battleship
KONGO
Battleship
PING
PING
PING
Destroyer
Destroyer
Destroyer
ENEMY IS HEADING SOUTH IN DIAMOND FORMATION.
PRESENT SPEED IS 16 KNOTS AND RISING.

CONFIRMED THAT KONGOU IS AT THE CENTER OF THE FLEET.
IN ADDITION, I'VE IDENTIFIED THE ISE-CLASS AS ISE, BASED OFF HER SOUND SIGNATURE.
FWOOSH
THE 401 IS MOVING!
BEARING 2-7-0, 24 KNOTS AND RISING!
IGNORE THEM!

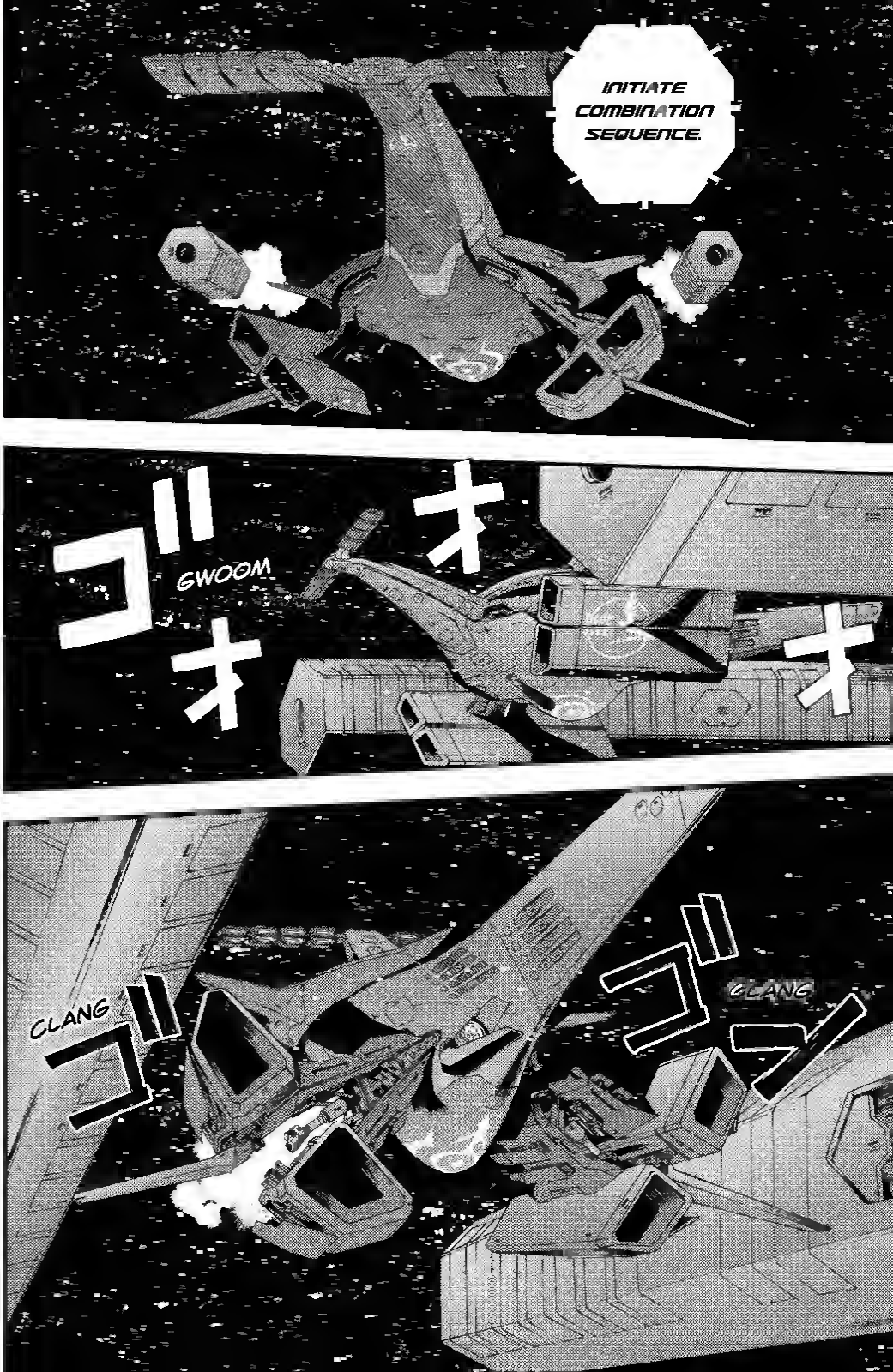
INCREASE SPEED.
ALL SHIPS, MAINTAIN HEADING!
THEN...
I'LL HANDLE THE 401.
ドオオオ
THWOOOM

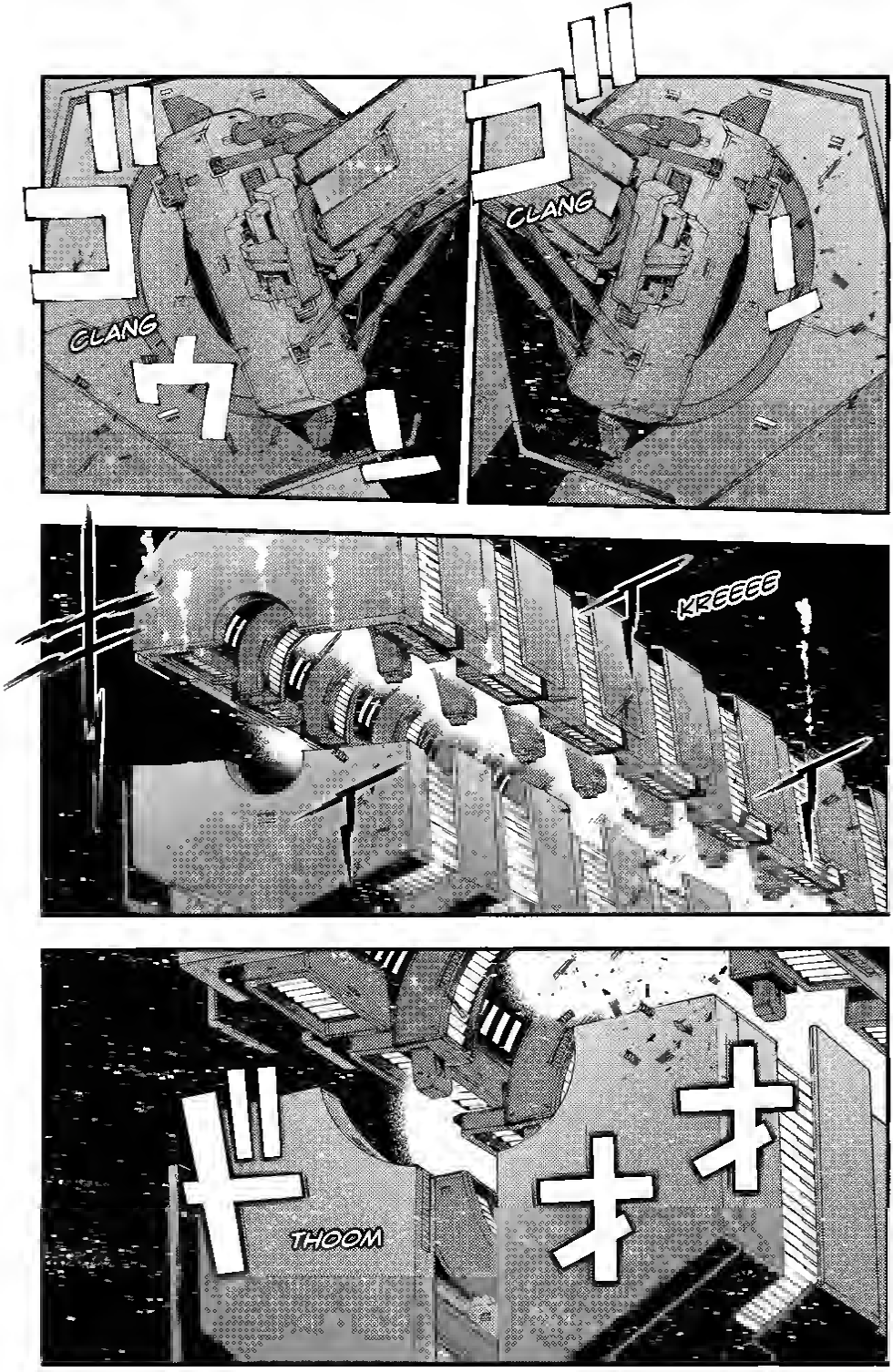
OUR FIRST TARGET...
RUMBLE
CLICK
...IS GUNZOU CHIHAYA.
CLICK
ISE'S CHANGED COURSE AND IS HEADING FOR US!
KEEP HER BUSY! FIRE A TORPEDO SPREAD AT ISE!
KONGOU'S FLEET REMAINS ON COURSE AND THEIR SPEED IS 34 KNOTS AND RISING!
SKWEE
SKWEE
SKWEE

I'LL LET YOU ADJUST THEIR TRA-JECTORIES!
SEND THEM RIGHT UNDER NACHI!
ROGER!
KONGOU...


YOU JUDGED GUNZOU MORE IMPORTANT THAN ME, HUH?

I GUESS THAT'S WHY YOU'RE THE FLEET FLAGSHIP.


INITIATE COMBINATION SEQUENCE.
ゴオ
GWOOM
ゴオ
CLANG
ゴン
CLANG
ゴン


CLANG
CLANG
KREEEE
THOOM

ネ
THOOM
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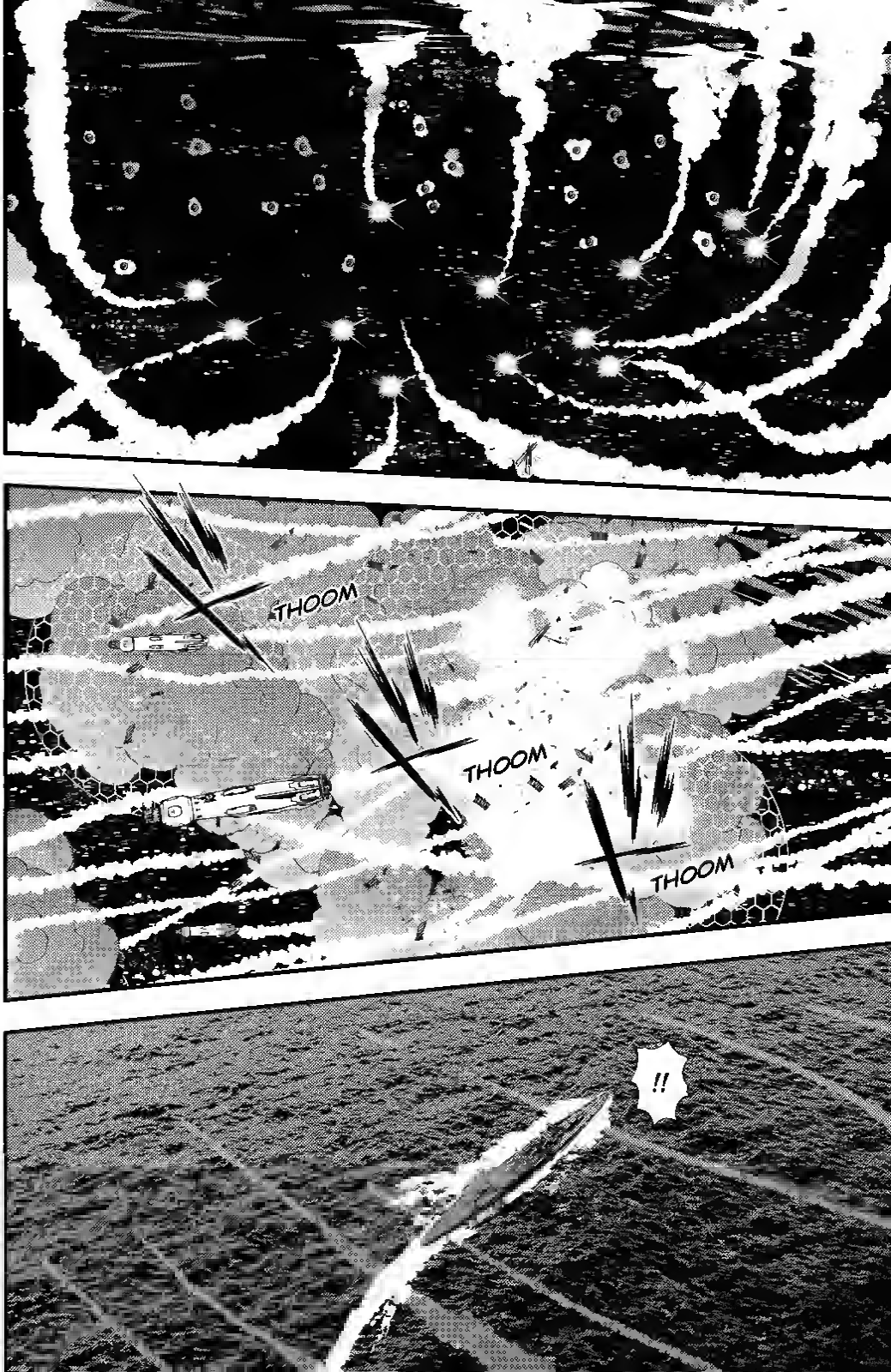
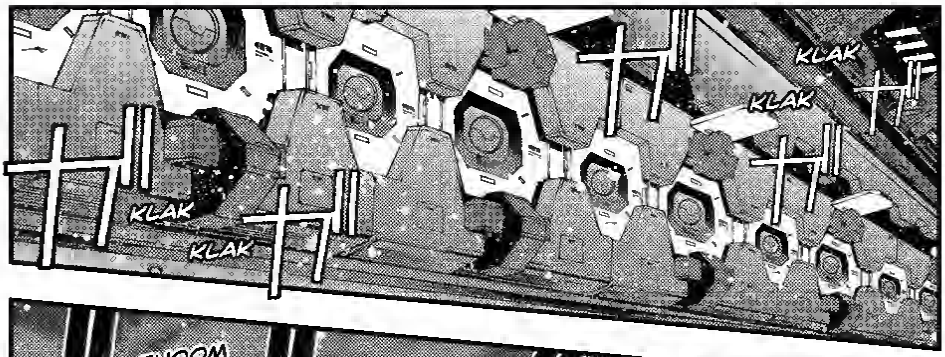
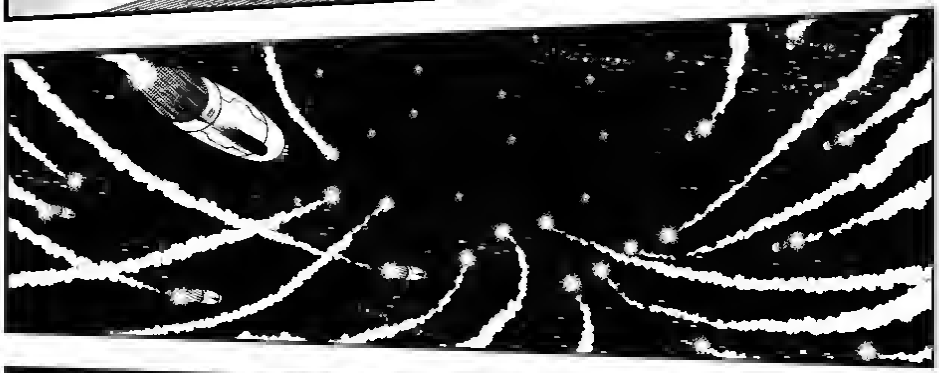
ARE YOU AIMING FOR NACHI?
NACHI
MYOKO
IONA...
TORPEDOES APPROACHING ME. I'M TAKING EVASIVE MANEUVERS.
SENSOR DATA QUALITY WILL TEMPORARILY DROP.
WHOOSH
WHOOSH
WHOOSH

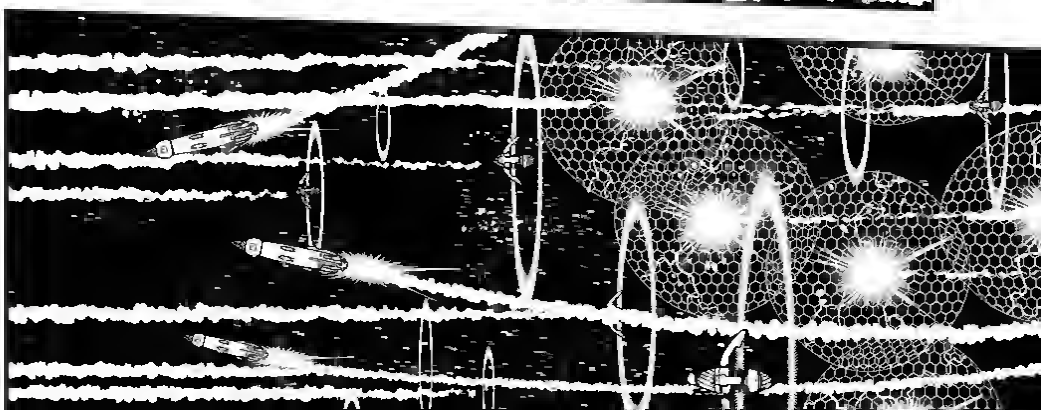

THOOM
THOOM
THOOM
!!

CLICK
CLICK
THEY'RE NOT AFTER ME?
POP
ME, HUH?


KLAK
KLAK
KLAK
KLAK

THOOM
THOOM
THOOM





I GUESS I'LL HAVE TO UP MY INTERCEPTION PRECISION AGAIN.
GONG
GONG
GONG
GONG
THEY'RE STILL COMING AFTER ME?
BOOM
BOOM
PSHEW
BOOM
401...
SNAP
YOU'VE STILL GOT MORE, DON'T YOU?

OKAY, HYUUGA-CHAN...
JINGLE
JINGLE
I'M HERE TO RETRIEVE YOU.